

TO DO

Number = priority only do priority '1' tasks, 2 & 3 are for later

3

Click on Teleport Rock Raider icon upto 9 times, to queue up mini-figure teleports. Print a number in bottom left corner for units to teleport in.

3 FATAL

Windows events crash out of the program, E.G. Email arrives and you quit out and can't continue.

ANDY - WE WILL TRY SETTING WINDOWS TASK TO MAXIMUM PRIORITY TO INITIALLY SOLVE -NEEDS LOOKING INTO

2

RR can get along the edges of Lava, this makes them little hinderence.

ROB TEST FOR WALL NEXT TO LAVA AND DON'T ALLOW WALK

1

RR energy drops too quick, it should be twice as slow and when waiting it should be 3 times slower

KARL -CONFIG

3

Rock Raider didn't slip on the small spider, it squashed it and just carried on walking

PUT IN WOBBLE ANIMATION FOR NOW

NEEDS ANIMATION OF ROCK RAIDER FALLING OVER ONTO BUM

KARL-CONFIG

2

Rock Raiders can dig in a block without having a shovel if moved into the block manually

ROB ALL TASKS A UNIT IS DOING SHOULD STOP IMMEDIATELY WHEN THE UNIT IS SELECTED. THE TASK IS FREED UP AND PUT ON THE LIST, WHERE ANOTHER UNIT MIGHT TAKE IT.

3 GFX

If a RR is selected, then he respond. I.E. he should turn and face the camera, stand to attention
ANIMATION NEEDED

1

collect Barriers should be in the priorities list.

DAVE - TEST IF CONSTRUCTION DOES THIS?

1 GFX

put in gfx for Message tabs for Crystals, bldg constructed, dynamite placed here

KARL CONFIG

PAUL NEW MESSAGE EVENTS

PRIORITIES menu

Add a up icon on the left of the text , which jumps the task to the top of the list

Remove the down clickable icon.

When clicking the up icon, move the cursor up as well, so multiple clicks will move the same priority item up the list.

PAUL

1

Dynamite should do more damage, destroy units in adjacent blocks. Message gives warning of this.

ROB-INCREASE THE DAMAGE VALUES GIVEN BY EXPLOSION

2

re-inforcing walls should take 10 hammers not just on hit and it pops up

ROB - RE-INFORCING WALLS NEEDS TO BE A .PTL EVENT SO WE CAN CONFIGURE WHAT IT DOES

1

The automatic clearing of rubble, should only happen when a RR is in the same block and waiting.
If you select clear rubble for a specific block then it should go in the list.
DONT DO JUST YET

1 Q

There is sometimes a lack of things to do and we start storing loads of Ore 100+. Building paths would keep the player busy, use up ore, route finding preferred, fast walk on path
USE THE SAME METHOD AS BUILDING FLOOR, TINT IT GREY.
PATHS REQUIRE 'X' ORE (4) WHEN 4 ORE ARE THERE IT GETS HAMMERED BY A ROCK RAIDER.
A BUILDING MUST HAVE ITS ENTRANCE ON A PATH BLOCK (WE MAY CHANGE TO NEXT TO PATH?)
PATHS ARE FASTER TO WALK ON
PATHS HIT BY A LANDSLIDE DESTROYS PATH AND LEAVES RUBBLE
PATHS HIT BY ERODING LAVA / WATER, DESTROYED AND TURNED TO RUBBLE.

1 Q

Water or Lava erodes into blocks, which the rock raiders must 'repair'
Clicking on the block will show the 'ore' needed to repair the block,
- we will need the ability to 'fill in LAVA / Water blocks this could be a use for the bulldozer.
CLICKING ON REPAIR WILL TAKE UP ORE AND ROCK RAIDER WILL PERFORM ANIMATION
EROSION TAKES 4 LEVELS –

KARL

TO WORK OUT WHICH BLOCKS WE CAN ERODE, WE NEED A LAVE FLOW MAP.
THIS WILL BE ALL THE BLOCKS WHICH ARE FLAT AND THE SAME LEVEL AS THE LAVA.
WE CAN TEST IF ONE OF THESE ARE ADJACENT TO LAVA AND THEN RANDOMLY ERODE IT.

Karl can add a check inside mapedit, which tests if any lava or water block is invalid, this will be a useful test, it can also make the 'erode' map inside mapedit, which can test where it will flow.

2

We want a sliding scale to set the 'hungry' level for Mini-figures, This will be the level energy they reach before going to get a sandwich.
Set too low and the barracks too far away then the rock raiders will 'die' before getting there
Too high and the rock raiders will spend all their time eating.
If the player difficulty is on Low and the men are dying then we need to automatically increase this value for them.

?

Priority 1

WE need KEYBOARD SHORTCUTS for

- Training men as drivers, pilot, sailor, geologist. The key press should trigger a .PTL which sends a rock raider to a building, they wait for a period of time then come out with their ability set for the training task.
- For upgrading a vehicle
- and upgrading a building.
- For building –path (or can this be a building)
- For shoring up an eroding floor.

We need to display the dependencies list when the player clicks on a building that can't be constructed, or when he clicks on a vehicle or upgrade or skills training.
This will be text and a graphic, which come out to the left and overlay the screen like the help/advice text box that prints up.

1

We need the program to load in the MAP from mapedit, with the Ore and Crystal positions on, which the game tests to see if crystals or ore is present when it digs.

3

We need two more building structure put in for LARGE DOCKS and LARGE LASER TOWER
THESE ARE LATER BUILDINGS SO WE CAN LEAVE FOR THE MOMENT.

1

INTERFACE-PLAYING SCREEN – icons need putting in to play the game.
See: list of which icons present under which circumstances.

3

MENU SELECTION SCREENS
Main, save intro, credits, options, settings tutorial etc,

2

Vehicles, when they get damage want to play the explode anims.

GRAPHIC CHANGES

No rock fall on the 'v' shaped Tunnels

THERE IS NO ANIMATION FOR THE 'V' ROCK FALL

3

Rock Raider didn't slip on the small spider, it squashed it and just carried on walking

NEEDS ANIMATION OF ROCK RAIDER FALLING OVER ONTO BUM

3 GFX

If a RR is selected, then he respond. I.E. he should turn and face the camera, stand to attention

ANIMATION NEEDED

3 GFX

If cursor left over building then info box pops up showing ore/crystals needed. Also show ore got so far, We need a gfx to show this.

3 GFX

zzz on thought bubble is not clear, blue on grey!!

3 GFX

The priorities items need a graphic done for upto top icon and for each of the priorities tasks

1

Animation when the Rock Raider is laying down the road.

1

Animation for the rock raider when he is shoring up the ground, to stop it eroding, from Lava and from Water. Four frames of erosion, for ground block (all level types).

3

For the intro screens, we can use the 'rock' texture as a standard backdrop.

Are the vehicle explode anims all done?

3

HTML guide to ROCK RAIDERS – (see dark reign)